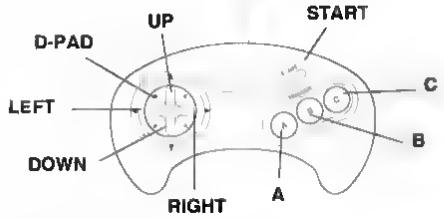
CONTROLLING THE GAME



Opening and Title Screens
Continue **START**

Main Menu
Scroll through options **D-PAD UP/DOWN**
Cycle through choices **D-PAD LEFT/RIGHT**
Leave menu **START**

Play Mode
Begin game **START**
Pause/Resume game **START**
Launch the ball **A**
(Hold A for more power)
Use Left Flipper **D-PAD**
Use Right Flipper **C**
Nudge Machine up **B**
Nudge left/right **B + D-PAD LEFT/RIGHT**
Control track junctions **D-PAD**

Workshop Mode
Move Construction tools **D-PAD**
Go to Part menu **A**

Part Menu
Highlight options **D-PAD UP/DOWN**
Select Part **A**
Select Blaster **B**
Select Grabber **C**

Building a Board
Cycle through Parts **B**
Place Part on board **C**
Blast or Grab Part **C**
(If Blaster/Grabber have been selected)
Show Save Game menu **START**

Save Game Menu
Select Memory slot **D-PAD UP/DOWN**
Go to next character **D-PAD RIGHT**
Change characters **D-PAD UP/DOWN**
Save game **START**
Elect to erase/save game **D-PAD LEFT/RIGHT**

726505

ELECTRONIC ARTS®

VIRTUAL PINBALL™

YOU DESIGN YOUR OWN GAME
IN THE ULTIMATE PINBALL ARCADE!

SEGA

WARNING: READ BEFORE USING YOUR SEGA VIDEO GAME SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game — dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions — IMMEDIATELY discontinue use and consult your physician before resuming play.

!WARNING

To Owners of Projection Televisions!

Still pictures or images may cause permanent picture-tube damage or mark the phosphor of the CRT (television screen). Avoid repeated or extended use of video games on large-screen projection televisions.

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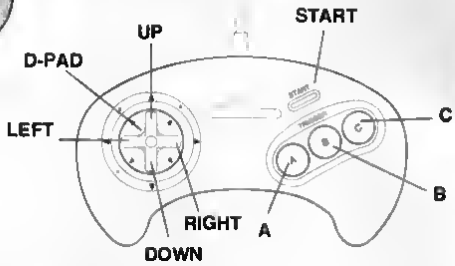
CONTROLLING THE GAME

Virtual Pinball is divided into two activities The Play Mode and the Workshop Mode



Opening and Title Screene

Continue	**START**

Main Menu

Scroll through options	**D-PAD UP/DOWN**
Cycle through choices	**D-PAD LEFT/RIGHT**
Leave menu	**START**

Play Mode

Begin game	**START**
Pause/Resume game	**START**
Launch the ball	**A**
(Hold A for more power)	
Use Left Flipper	**D-PAD**
Use Right Flipper	**C**
Nudge Machine up	**B**
Nudge left/right	**B + D-PAD LEFT/RIGHT**
Control track junctions	**D-PAD**

Workshop Mode

Move Construction tools	**D-PAD**
Go to Part menu	**A**

Part Menu

Highlight options	**D-PAD UP/DOWN**
Select Part	**A**
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Building a Board

Cycle through Parts	**B**
Place Part on board	**C**
Blast or Grab Part	**C**
(If Blaster/Grabber heve been selected)	
Show Save Game menu	**START**

Save Geme Menu

Select Memory slot	**D-PAD UP/DOWN**
Go to next cheracter	**D-PAD RIGHT**
Change cheracters	**D-PAD UP/DOWN**
Save game	**START**
Elect to erase/save geme	**D-PAD LEFT/RIGHT**

STARTING THE GAME

1 Turn OFF the power on your Sega™ Genesis™.

Never insert or remove a game cartridge when the power is on.

2 Make sure a Controller is plugged into the port labeled Control 1 on the Genesis Consola Virtual Pinball ™ uses only one controller.

3. Insert your Virtual Pinball cartridge into the slot on the Genesis. To lock tha cartndge in place, press firmly

4. Turn ON the power.

The Electronic Arts® logo appears (if you don't see it, begin again at step 1).

5. When title screan appeers, press **START** at any time to begin play.

CAN YOU BEAT THE PROS?

Virtual Pinball isn't just jammed with professionally designed pinball games, we've also included an extra game We challenged the top video game magazines to e contest send us the coolest games you can dream up The winning entry came from the gamers at GamePro® Our challenge to you is this — play the games by the pros, then step into the Pinball Workshop and design your own winners!

SELECTING OPTIONS

Virtual Pinball has several menus from which to choose options.

1. To highlight an option, **D-Pad** up/down.
2. To cycle through the choices within each option, **D-Pad** left/right.

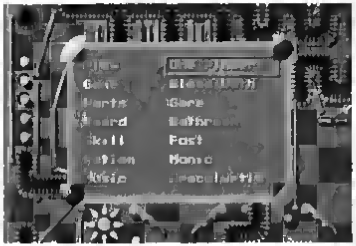
ENTERING NAMES AND CODES

To save a game, enter e code, or record e high score, use the **D-Pad** to choose and enter the characters.

1. To move to the first characar slot, **D-Pad** nght.
2. To chenge the characters, **D-Pad** up/down
3 To move to tha next character slot, **D-Pad** nght
4. To save the game, enter the code, or record e score, press **START.**

PLAY MODE

Press **START** to leave the title screen. The Main menu appears. To play, select the number of players and press **START.** You can also modify the game before you begin.



Choose a Board

Play Choose from one to four players, Enter Code, or the Workshop.

Game Choose from existing games, blueprint plans, or your saved games (there are ten memory slots for saving games).

Parts Change the Parts style for the current game.

Board Select a different Board style.

Skill Change the overall speed of the game.

Action Change the "bounce" on the ball.

Music Select a different soundtrack or turn the Music off.

Changing the Skill and Action

To change the SKILL and ACTION on a game requires some specific steps.

1. Highlight Workshop in the PLAY option.
2. Select the game from the GAME option on the Main menu.
3. Change the SKILL and ACTION options with the **D-Pad.**
4. Press **START** twice. The Save Game menu appears.
5. Select a memory slot, give the game a name, and press **START.** The game is saved with the new settings.

How to Play

Once you're into the game the player window appears. Each player gets four balls per game and each plays consecutively. Use only one controller in *Virtual Pinball.* Press **START** to continue.

Launch the Ball

- To put the ball in play, press and hold **A.** The longer you hold the button, the more powerful the launch. To shoot the ball, release **A.**

Keep it Movin'!

- When you lose a ball, press **START** to play the next ball or to continue to the next player's turn.

Quit the Game

- To quit the game during play, press **START**. Select Play or Quit Game with the **D-Pad**, then press any button.

Recording High Scores

At the end of a game, if you beat the current high score, you can record your name as the new champion. See *Entering Names and Codes* on pg. 5 of this manual for instructions.

Progression Games

Three of the games listed in the Main menu add a special spin to your pinball playing: Compulsion, Your Break and Flip In. Beyond each of these games are several progression games. To reach these games, sometimes you need a high score, and sometimes you have to solve a puzzle. Once you've played a progression game and know its name (the name is shown in the player window before each new ball), you can access it from the Main menu.

You need to enter the name of the game in the Enter Code option, so it's a good idea to write it down.

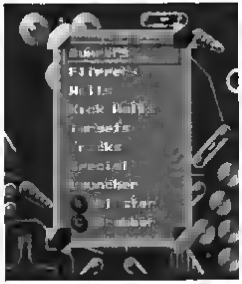
1. Select Enter Code from the PLAY option and press **START**.
2. Use the **D-Pad** to enter the name of the Progression Game.
3. Press **START** and return to the Main menu.
4. Choose the number of players from the PLAY option with the **D-Pad**.
5. Press **START** to begin game.

WORKSHOP MODE

Getting Started

1. From the Main menu, select Workshop from the PLAY Option.
2. Choose a game, a blueprint plan, or a memory slot from the GAME option.
3. Select options from the Main menu.
4. Press **START** when you are ready to build.

Choosing Parts



1. Press **A** to display the Part menu.
2. Highlight the desired Part with the **D-Pad.**
3. Press **A** to return to the Workshop board. The Construction tool appears with the chosen Part

Placing Parts

Feel free to experiment but remember there is a maximum of 256 Parts that can be placed on a board. If you have too many Parts, or if you try to place one in the wrong space, a "FULL" or "NOPE" flag appears.

- To move around the board, use the **D-Pad.**
- To view different shapes, sizes, and angles of the Part, press **B.**
- To attach the Part to the board, press **C.**

Moving Parts

To Destroy a Part:

1. Press **A** to bring up the Part menu.
2. Press **B** to choose the Blaster.
3. Use the **D-Pad** to position the tool over the Part.
4. Press **C** and the Part disappears.

To Move a Part:

1. Press **A** to bring up the Part menu.
2. Press **C** to choose the Grabber.
3. Use the **D-Pad** to position the tool over the Part.
4. Press **C** to grab it.

Saving Your Game

You don't have to save your game in order to play it, but it's a good idea. If you exit the game, it disappears forever if you haven't saved it. You can give the game a name up to twelve characters long.

Give Your Game a Name

From the Workshop, press **START** to call up the Save Game menu. Highlight a memory slot, give the game a name, and press **START.** The Main menu appears with the saved game listed in the GAME option.

Too Many Games?

If you save a game in a memory slot that already con-

tains a game, you're asked to make a choice, ERASE OLD GAME? Use the **D-Pad** to select YES or NO and press **START**. If you select NO, you return to the SAVE GAME menu. Choose a new memory slot, or DO NOT SAVE

NOTE: If at any time during the construction process you happen to press **START** and call up the Save Game menu accidentally, don't panic. **D-Pad** to the DO NOT SAVE option and press **START** twice to return to your board.

Not Just For Building

Before you start playing a game, you might want to get a clear view of the entire game board. You can do this in the Workshop. Use the Construction tool to move around the board. Just be sure not to change anything, and when you exit, select DO NOT SAVE from the Save Game menu.

TIPS ON CONSTRUCTION

- Study the layout and design of the existing games to see how Parts work together
- To become familiar with the different Parts, start with a simple Board and Part combination like Blueprint and Classic
- When building a board from scratch, place the launcher first and build around it. Build the walls in a counter-clockwise direction. The Wall Part rotates in this direction so you can build quickly and efficiently.
- Don't limit yourself to traditional pinball machine designs, experiment! There are many things you can do with *Virtual Pinball* that can't be done on a real game. For example, the launcher doesn't have to be placed at the bottom of the board.

PINBALL WORKSHOP INVENTORY

PART	POINT VALUE
Small Bumper	100
Large Bumper	200
Sling Shots	100
Kick Walls	100
Drop Targets	5,000
Moving Targets	5,000
Pegs	5,000
Rollovers	100
Tracks	5,000 on entry
Spring	100 top surface
Ghost Ball	1,000 on release
Kick Hole	10,000 on entry
Spinner	1000 for each revolution
Worm Hole	5,000 on entry
One Way Gate	100 top surface
Jackpot	1,000,000 (when active)

CREDITS

Game Design: Bill Budge, Nick Corea, Jim Simmons
Programming: Bill Budge
Producer: Jim Simmons
Assistant Producer: Jeff Glazier
Graphics: Nick Corea
Music and Sound Effects: Nu*Romantic Productions
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Package Design: E. J. Sarraille Design Group
Illustration: Jean-Francois Podevin
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Documentation: Valerie Henscom
Documentation Layout, Illustration: Tom Peters
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Product Testing: Tony Iuppa, Yun Shin, Mike Lopez
Quality Assurance: Bill Scheppler
Public Relations: Fiona Murphy
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Board Design: Bill Budge, Mike Lopez, Tony Iuppa, Jordan Maynard, Bryan Beckstrand and the incredible mystery pinball guru genius

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Customer Warranty
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San Mateo, California 94403-7578

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Nick Coree comes from a bustling town with a population of 42. Recoiling from the fever pitch of activity, the then 14 year old Graphic artist and designer became interested in "Bill Budge's Pinball Construction Set." After constructing more than a dozen games, Nick sent them to EA with the hope of becoming a game designer. Ten years later he has fulfilled his dream with his work on *Virtual Pinball*.

Bill Budge, introduced to computers by a high school teacher, has made designing and programming video games his life work. As a bored computer-science student, Bill programmed his Apple II to do something he had seen in a pizza parlor — play Pong. As Bill watched transfixed, the glowing dot trailed back and forth across the screen, his life would never be the same. When not working, Bill spends time with his wife Kenn and daughter Natalie. He plays tennis and windsurfs San Francisco Bay in the summer and the coast of Chile in the winter.